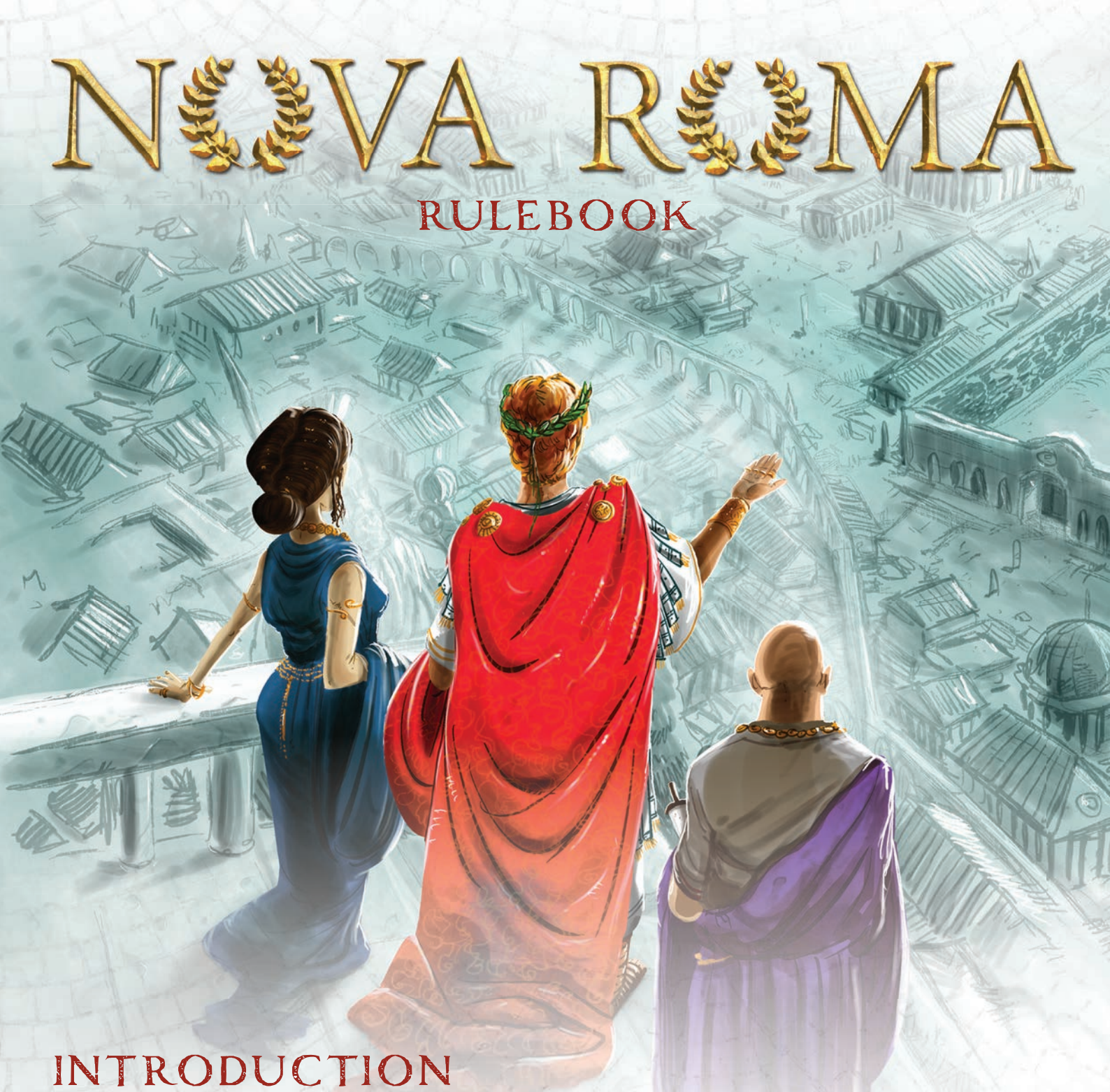
NOVA ROMA

RULEBOOK



INTRODUCTION

In 324 AD, Emperor Constantine selected the ancient city of Byzantium on the shores of the Bosphorus to become the site of his new capital. He named it Nova Roma which means New Rome. To establish his magnificent new capital, the Emperor summoned his most trusted patricians and tasked them with a variety of duties. With the Emperor's tireless support, this incredible task was accomplished in just six years.

In Nova Roma, you are the head of an ancient and noble roman house. You must deploy your family members and retainers to accomplish different goals. Construct buildings, dominate sea routes, secure resources, race in the hippodrome, and hire specialists. At the end of the game, the family that has done the most to please the Emperor and achieve their own agendas will emerge as the victor.

COMPONENTS

Main Board Features:

- **A** Shipping and Building Contract Offers
- **B** Black Sea Map
- **C** Nova Roma Building Zones
- **D** Forum Area
- **E** Hippodrome Area
- **F** Follower Cards Offer
- **G** Emperor Tiles Area
- **H** Estate Tiles Offer
- **I** Score Track for End Game Scoring

Player Estate Board x 4

Components for each player

(In jeder Spielerfarbe)

3 Patricians

1 Scoring Token

3 Hippodrom Trackers

2 Ships

Wheat

Stone

7 Achievement tokens

Wood

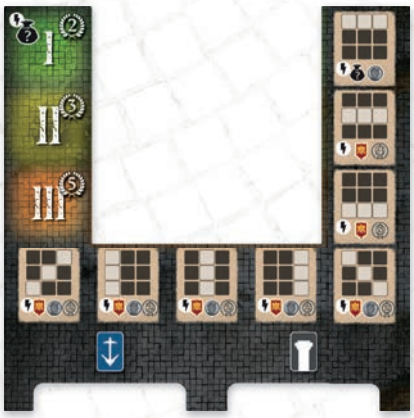
Wine

Horse

Goods Trackers (one set per player)

20 Building blocks

1 Influence Token



Mosaic Board x4

Follower Cards x40

Shipping Contracts x30

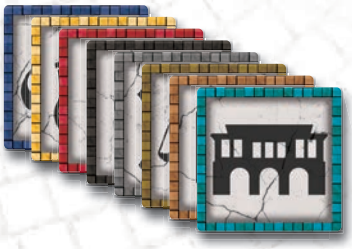
Building Contracts x28

Mosaic Tiles x15
5 Green, 5 Yellow, 5 Orange

Basic Estate Tiles x 23

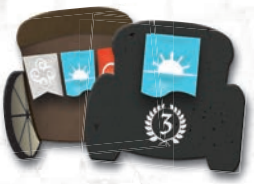
Special Estate Tiles x7

Emperor Tiles x8



Forum Tiles x 8

Coins x 44
1 Sesterce x 32
3 Sesterces x 12



Chariot Token x 9

Building Reward Tokens x12

First Player Token x1

Emperor x1

Artisans x16

Legionnaires x6

Reference Cards x12

SETUP

1 Place the **Main Board** in the middle of the play area. Place Coins and Artisans next to it to form a general supply.

2 Shuffle the **Shipping Contracts** and place them in a face down pile on the left above the game board. Reveal 4 shipping contracts to form the Shipping Contract Offer.

3 Shuffle the **Building Contracts** and place them in a face down pile on the right above the game board. Reveal 4 Building Contracts to form the Building Contract Offer.

4 Take the **Building Reward Tokens** and place them randomly on the designated spaces on the **Nova Roma Building Zones.** If playing with 1-2 players, do not use the spaces marked 3+ and return unused Building Reward Tokens to the box.

5 Shuffle the **Forum Tiles** and place them randomly into the 8 designated spaces on the edge of the Forum Area in the middle of the Main Board.

6 Shuffle the **Emperor Tiles** and place 5 random Emperor Tiles in a face down stack on the designated area of the Main Board. Return the rest to the box.

7 Separate the **Estate Tiles** into Basic and Special stacks. Shuffle the stacks separately and place them face down on the designated spaces on the Main Board. Place 4 Basic Tiles face up on the designated spaces in the upper row. Place 1 Special Tile face up on the space in the bottom row. These tiles form the Estate Tiles Offer.

8 Shuffle the **Follower Cards** and place them face down next to the Main Board. Place four of them face up on the spaces provided at the bottom left of the main board.

These Follower Cards form the Follower Cards Offer.

9 Shuffle the **Chariot Tokens** and place 5 random tokens in a face down stack on the designated space on the Main Board 9A.

Return the rest to the box without looking at them. Reveal the top Chariot Token and place it on the Favoured Chariot space on the main board 9B.

Then reveal the top Chariot Token on the stack again to indicate the Upcoming Favored Chariot.

Give each player **1 Estate Board, 1 Mosaic Board** and all components of their color

10 Place 1 **Hippodrome Tracker** from each player on the starting spaces of the 3 hippodrome tracks. Stack them in any order.

11 Place 3 **Achievement tokens** from each player near the Hippodrome.

12 Place 2 **Ships** from each player on the Starting Port space of the **Black Sea Map** in the upper left corner of the Main Board.

13 Place the **Influence Tracker** on the "1" space of the Influence Track on your Estate Board.

14 Place the **Wheat, Stone, Wood, Wine, and Horse trackers** on the "1" space of the Goods Track on your Estate Board.

15 Take 1 **Artisan** from the general supply and place it on the Available Artisans Area of your Estate Board.

16 Give each player 1 random **Mosaic Tile** of each color (Green, Yellow, and Orange). Place your Mosaic tiles onto your Mosaic Board. Green at the top, Yellow in the middle, and Orange at the bottom.

17 Place your 3 **Patricians**, all **Building Blocks,** and remaining 4 **Achievement tokens** near your Estate Board.

18 Deal each player 2 **Follower Cards** from the top of the Follower Draw Deck.

19 Randomly determine a starting player and give them the **First Player Token.** The starting player takes 3 Coins. The second player takes 4 Coins. The third player takes 5 Coins. The fourth player takes 6 Coins.

GAMEPLAY

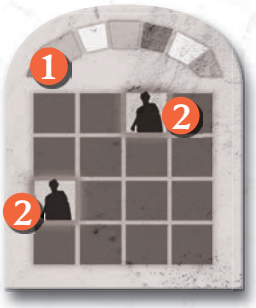
The game lasts 5 Rounds. The Emperor Tiles serve as your game timer. Each round of the game consists of 3 Phases:

1. **Emperor Phase:** The first player must reveal a new Emperor Tile. Then they must place the Emperor Token onto one of the two Forum spaces indicated by the Emperor Tile.
2. **Forum Phase:** Starting with the first player and going clockwise, each player must place one of their Patricians on one of the unoccupied Forum spaces and may perform the two associated actions.
3. **Cleanup Phase:** Determine the new First Player. Determine the Favorite Chariot winner. Recall your Patricians and Artisans. Refresh the Follower Offer and Estate Tile Offer.

I. EMPEROR PHASE

The first player turns over the top Emperor Tile of the face-down stack and orients it so that the arch 1 is pointing towards the top of the Main Board. The first player then chooses one of the two spaces 2 indicated on the Emperor Tile and places the Emperor on the corresponding space in the Forum Area of the Main Board 3.

The Emperor Tile represents the aid of Constantine himself. Any players who place their Patricien in the row or column with the Emperor will get a power bonus towards the corresponding action.



2. FORUM PHASE

Starting with the first player and going clockwise, each player places one of their available Patricians on one of the unoccupied Forum spaces and may perform the two corresponding actions, claim 1 Achievement on their Mosaic Board and use Follower Cards

There are 8 available actions in Nova Roma. By placing a Patrician on the Forum space, you will be able to take actions at the end of that row and column.

The **two actions** available to you may be taken in **any order**. You must resolve one of the actions fully before you take the second action. When performing an action, gain 1 power **for each of your Patricians** in that row or column. Gain 1 additional power if the Emperor is in that row or column.

You may also activate any number of your applicable Follower Cards that give you a power bonus towards that specific action. Your total power may be 1, 2, or 3. **Any power in excess of 3 is wasted.**

You may take a partial action or **forfeit taking one or both actions.** If you do so, collect 1 Coin from the supply for each action you forfeit. You may not activate any Followers or special powers if you do this. You may still claim an Achievement as per standard rules.

Forum Placement Example

1 The first player (purple) places their first Patrician and will be able to perform the Sail action at power 2 (1 power for their Patrician and 1 power for the Emperor in that column), and the Upgrade action at power 1.

2 The second player (yellow) places their Patrician in the Forum and will be able to perform the Recruit action at power 2 (1 power for their Patrician and 1 power for the Emperor in that row), and the Petition action at power 1.

3 The third player (green) places their Patrician and will be able to perform the Sail action at power 2 and the Race action at power 1.

4 On their second turn of the first round, the first player (purple) places their second Patrician and will be able to perform the Sail action at power 3 (2 power for their 2 Patricians and 1 power for the Emperor in that column), and the Build action at power 1.

FORUM ACTIONS

Actions in Nova Roma have 2 to 3 steps. These steps are performed in order **from top to bottom.** Some steps are optional. You may skip them if you wish, but you may not go back to any steps once you have skipped them. When calculating your power for a given action, your total power may be 1, 2, or 3. **Any power in excess of 3 is wasted.**

TRADE ACTION

1. Gain a number of coins equal to your total power for this action.

2. You may discard any number of Follower Cards from your hand to gain 1 extra coin per 2 discarded Followers. Place these cards in the Follower discard pile.

3. You may spend any number of Coins to purchase any Goods. For each Coin you spend, gain 1 Good of your choice.

UPGRADE ACTION

1. Gain a number of Influence equal to your total power for this action. If you gain Influence in excess of 8, gain 1 Coin instead for each extra Influence you would have gained.

2. You may spend any amount of Wine to increase your Influence further. For each Wine you spend, gain 1 extra Influence.

3. You may take 1 Estate Tile from the offer and place it on your Estate Board Production Area (see Estate Board Features on page 13). The cost for each tile is shown above it (free, 1 Coin, or 1 Wine).

You may place this tile into an empty space or replace an existing Estate Tile with it. If you replace a tile, discard the tile you are replacing from the game. At the end of your turn, if you took a Basic Tile, slide all the Basic Tiles in the offer to the left. Refill the empty space with a new tile from the top of the stack. If you took a Special Estate Tile, do not replace it until the Cleanup Phase.

PETITION ACTION

1. If the first player token has not been claimed this round, you may spend 2 Influence to claim it. Put the token in front of you and flip it to its claimed side (the side with the VP icon). Only one player can do this each round. If you start the round with the first player token, you may not claim it on your first turn.

2. You may take any of the other 7 actions by paying Influence up to your current maximum power on the Petition action. The action you choose will be performed at the same power level that you have paid for.

Example: After placing your Patrician in the Forum, you have 3 power on the Petition action. You may pay 1, 2 or 3 Influence. You decide to perform the Trade action and pay 2 Influence. You resolve the Trade action with a power of 2, because you've paid 2 Influence.

Important: When performing another action through Petition, you may only activate those Follower Cards who have a Petition action related ability (Priestess, Singer, Oracle). No other Follower Cards may be activated.

RECRUIT ACTION

1. Draw Follower Cards into your hand equal to your power for this action. You may draw them from the face up Follower Offer or from the face down draw deck in any combination. Do not replace the cards you take. At the end of your turn, slide all the remaining cards in the Follower offer to the left to fill any gaps. Refill the empty spaces with Follower cards from the top of the draw deck.

2. You may play exactly 1 Follower Card from your hand by paying its cost. The cost depends on your power for this action. If your power is 1, you must pay 2 Coins. If your power is 2, you must pay 1 Coin. If your power is 3, you may play your Follower Card for free.

When you play a Follower Card, place it face up in the Follower Row **above your Player Estate Board.** Starting with your 4th Follower Card, you must pay an additional cost of 1 Influence each time you play a new Follower. You must pay this even if your Follower was otherwise free to play.

You may have a maximum of 7 Follower Cards in your Follower Row. If you wish to play your 8th Follower Card, you must first place one of your other played Followers in the Follower discard pile.

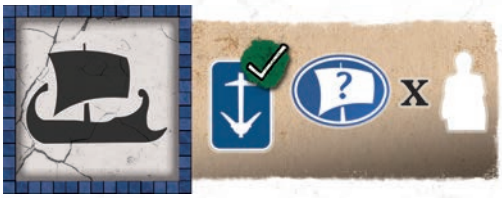
3. If you have more than 6 Follower Cards in your hand, discard down to 6 by placing excess cards in the discard pile. If you ever run out of Follower cards, shuffle all the discarded Followers to form a new draw deck.

After you play a Follower, they may be activated starting with your next action. Followers with a Once Per Round ability become exhausted after they are activated and must be flipped face down.

SAIL ACTION

1. Select 1 Shipping Contract from the face up Shipping Contract Offer. Your power for this action determines which contracts you have access to. If your power is 1, you only have access to the 2 leftmost contracts. If your power is 2, you have access to the 3 leftmost contracts. If your power is 3, you have access to all the contracts.

You must immediately pay the goods and/or coins indicated on the contract that you've selected. Take the completed contract and place it under your Mosaic Board



2. If you completed a contract, gain a number of sails equal to your current power on the Sail Action. You may move your ships along one of the two routes from Harbor to Harbor up to the maximum distance allowed by your sails. You may split your movement between your ships. You may move your ships along the same route or two different routes.

Once a ship is on a route, it may not move backwards. When your ship enters or passes a Harbor with a reward icon (marked green), collect that reward immediately. Any number of ships may be at the same Harbor.

If you cannot move your ship, you may still complete a Shipping Contract.

At the end of your turn, slide all the remaining Shipping Contract cards to the left to fill any gaps. Refill the empty space with a contract card from the top of the draw deck.

BLACK SEA MAP

1. Starting Port for all ships.
2. Harbor spaces with a reward listed for reaching them.
3. The 3 Harbor spaces with end game VP.
4. The number on the sails shows how many sails you must spend to reach the next harbor.
5. The Shipping Contracts Offer. The icons below indicate how much power you must have to access each contract.

BUILD ACTION

1. Select 1 Building Contract from the Building Contract Offer. Your power for this action determines which contracts you have access to. If your power is 1, you only have access to the 2 leftmost contracts. If your power is 2, you have access to the 3 leftmost contracts. If your power is 3, you have access to all the contracts.

You must immediately pay the goods and/or coins indicated on the contract that you've selected. Take the completed contract and place it under your Mosaic Board.

Some contracts require that you pay 1 Artisan. You must remove this Artisan from your Available Artisan Area. They may **not** come from your Estate Production Area.

2. You may place a building in one of the 3 zones of the Nova Roma Map. Your power determines which zones you have access to. If your power is 1, you may only build in Zone A. If your power is 2, you may build in Zones A or B. If your power is 3, you may build in Zones A, B, or C.

Use the building blocks of your color to make the shape and size of the building that match the shape and size shown on the Building Contract that you've just completed. You may rotate or flip the shape when you place it. All the blocks must be placed on unoccupied spaces within the same Zone. You may not place any part of your building over a Building Reward Token.

After placing a building, if all the available spaces around any Building Reward Token are completely covered both **diagonally and orthogonally**, all players who have at least one block adjacent to it collect the depicted reward.

It may be possible that you cannot place a building because there isn't enough space or you've run out of building blocks. **You may still choose to take and complete a Building Contract even if you cannot legally place it**. At the end of your turn, slide all the remaining Building Contract cards to the left to fill any gaps. Refill the empty space with a contract card from the top of the draw deck.

NOVA ROMA MAP

1 The 3 Building Zones. Each zone awards a different amount of end game VP to the players with the most building blocks there

2 Building Reward Tile spaces. Do not use spaces marked 3+ if playing with fewer than 3 players.

3 With 1-2 players, place building blocks of a non-player color on the spaces marked with a corner shading.

4 Building Contracts Offer. The icons below indicate how much power you must have to access each contract.

RACE ACTION

1. Advance your Hippodrome Tokens a number of spaces equal to your total power for this action. You may advance on the same track or split your movement between different tracks. If you place your token in the space with another player(s), place your token on top of theirs.

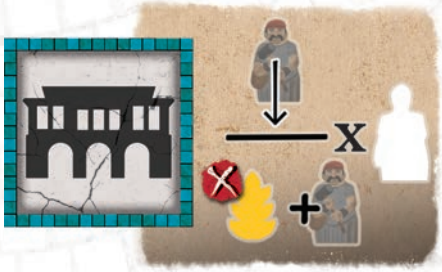
2. You may discard 1 Artisan to advance 1 extra space on any Hippodrome track (they become charioteers). You must discard this Artisan from your Available Artisan Area. They may **not** come from your Estate Production Area.

If your token crosses a line on the track, 1 you must pay the number of horses from your supply indicated by the graphic at the top of the line you are crossing. If you cannot or choose not to pay the required horses, you may not cross the line.
Each time you cross a line on the track and land onto a golden wheel space, collect one of the rewards shown by the graphic 2.

You can either: take one of your Achievement tokens that were set aside near the Hippodrome and add it to your play area or gain 1 Influence.

Gameplay Tip: Pay attention to the Favored 3 and Upcoming Favored 4 Chariot Tokens. The player who is furthest along the Favored Chariot track at the end of the round will get to collect the Chariot Token which is worth 3 VP at the end of the game. Additionally, players will gain 5 VP at the end of the game for each of their tokens that reached the final space on a Hippodrome Track.

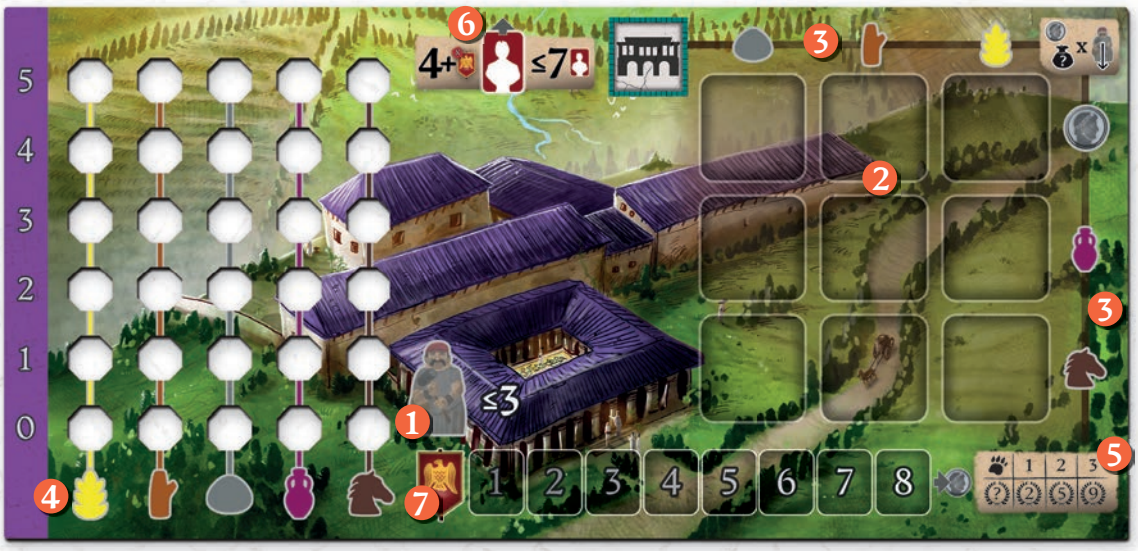
PRODUCE ACTION



1. You may hire Artisans and/or place Artisans onto your Estate Production Area to generate rewards. You may perform this action once for each power you have. **You may perform them in any order.**
Example: Your Produce action has a power of 2. You may place 2 Artisans into your Production Area, or you may hire 2 Artisans, or you may hire 1 Artisan and then place 1 Artisan into your Production Area.

The cost to hire 1 Artisan is 1 Wheat. Take a new Artisan from general supply and place them in your Available Artisan Area (1) on your Estate Board. You may have any number of Artisans during the round. During the Cleanup Phase you may only keep three Artisans and must return any extra to the general supply.

When you place an Artisan in your Production Area (2) you will immediately collect the Goods and Coins shown in the row and column where the Artisan was placed. If you place your Artisan on an Estate Tile, you may also collect the reward shown on that tile. In addition, collect 1 extra Good/Coin from the row and column where you placed your Artisan for every other Artisan already present in that row or column.



Estate Board Features

(1) **Available Artisan Area**

(2) **Production Area** - When you gain an Estate Tile, place it in this area.

(3) **Goods Produced**

(4) **Goods Track** - You may have a maximum of 5 of each type of Good. Any extra Goods gained beyond 5 are wasted.

(5) **Animal Scoring** - Shows a number of end game VP for your Animal Tile.

(6) **Follower Cards Row** - When you play a Follower, place it above your Estate Board. You may have a maximum of 7 Followers at any given time in this area. Starting with your 4th Follower, you must pay an additional cost of 1 Influence in order to play them. This cost must be paid even if the Follower was otherwise free to play.

(7) **Influence Track** - You may have a maximum of 8 Influence. Each time you would gain Influence in excess of 8, collect 1 Coin instead for each Influence you would have gained.

MOSAIC BOARD

Once per turn, as a free action, you may claim 1 Achievement on your Mosaic Board. The Achievements may be claimed in any order. You may do this either before or after you place your Patrician and resolve the corresponding actions. Declare which Achievement you are claiming and place one of your Achievement Tokens over it. Achievements are explained under the Mosaic Tile Index on page 17-18.

After you place your Achievement Token, check to see if there are any instant rewards you qualify for. These rewards are awarded for claiming Achievements in the top row of the Mosaic Board and for completing rows, columns and diagonals

You have 4 Achievement Tokens at the start of the game and can earn 3 extra Achievement Tokens through the Race Action. This means you will only be able to complete up to 7 out of 9 possible Achievements by the end of the game.

1 Your Mosaic Board has 3 rows, each containing 3 possible Achievements. On the left side you can see the end game VP and instant rewards for claiming an Achievement in that row.

2 On the right side you can see the end game VP and instant rewards for completing a **full row** of Achievements.

3 On the bottom you can see the end game VP and instant rewards for completing full columns or diagonals of Achievements.

4 When you claim an achievement, cover it with one of your Achievement Tokens and collect any instant rewards. It is possible to claim multiple instant rewards if you completed multiple rows, columns, or diagonals with your placement

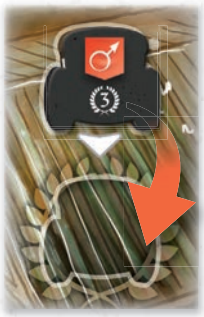
The requirements to claim an Achievement are not spent unless specified. You just need to have them. In the above example, Achievement 5 requires that you have played 4 or more Followers. If you claim that goal and then later play 2 more Followers you will also be able to claim Achievement 6 which requires you to have played at least 6 Followers.

You do not have to claim an Achievement as soon as you meet the requirements. You may wait until it is more advantageous for you to claim it.

At the bottom of the Mosaic board there are spaces to store your completed Sail and Build contracts.

CLEANUP PHASE

Once every player has placed all 3 of their Patricians in the Forum, the Forum Phase ends and the Cleanup Phase begins.



1. Determine the new first player. If any player claimed the First Player Token during the round, they flip it over and become the new first player. If no one claimed the First Player Token, pass it clockwise to the next player.
2. Check to see which player is furthest on the Favored Chariot hippodrome track. **In case of a tie, the player on the bottom of the stack is further ahead.** Award this player the Favored Chariot Token. Move the Upcoming Favored Chariot Token into the Favored Chariot space and flip the top tile of the Chariot stack face up to show the next Upcoming Favored Chariot.
3. Return your Patricians to your personal area.
4. Move your Artisans from your Estate Production Area to your Available Artisans Area. If you have more than 3 Artisans, return any extra Artisans to the general supply.
5. Flip over your exhausted Follower Cards to get them ready for the next round.
6. Discard the leftmost Follower Card in the Follower Offer and slide all the remaining cards to the left. Refill the empty space with a Follower Card from the top of the draw deck.
7. Discard the leftmost Basic Estate Tile in the Upgrade Offer and slide all the remaining tiles to the left. Refill the empty space with a tile from the top of the Basic Estate Tile stack.

If the Special Estate Tile was not claimed, discard it. Refill the empty space with a new tile from the top of the Special Estate Tile stack.

END GAME

After 5 rounds, the game ends. Determine the first player and the Hippodrome winner as usual. Then skip the rest of the Cleanup Phase and proceed to final scoring. Use the Scoring Token of your color to mark your victory points on the scoring track.

Score the Victory Points (VP) as follows:

1. **Sailing Routes** - Score VP for both of your ships. Gain an amount of VP shown on the furthest Port or Harbor that each of your ships have reached or passed.
   Example: If one of your ships has passed the 7VP Harbor and your other ship is on the 10VP Port, you would receive a total of 17 VP.
2. **Building Contracts** - Score the total VP listed on all your Building Contracts.
3. **Building Zone Majorities** - Players receive VP for their building blocks in each of the three Building Zones on the Nova Roma Map. The VP rewards for each Zone are found below that Zone. The player with the most blocks will score the highest VP shown. The player with the second most will score the next highest VP. All other players who have at least 1 block in that Zone will score the lowest VP amount shown. In case of a tie, all tied players receive full points for that position. In a 2-Player game, consider the neutral building blocks when calculating majorities for each Zone.
4. **Chariot Tokens** - Score 3 VP for each of your awarded Chariot Tokens.
5. **Hippodrome Finishes** - Score 5 VP for each of your tokens that reached the end of a Hippodrome track.
6. **End Game Follower Cards** - Score VP as indicated by the End Game Follower Cards above your Player Estate Board.
7. **Animal Estate Tiles** - Score VP for Animal Tile sets in your Estate Production Area. For 1/2/3 Animal Tiles, score 2/5/9 VP. You may score multiple sets if you have more than 3 Animal Tiles.
   Example: 5 animal tiles can be divided into a set of 3 and a set of 2, giving you 9 VP for a set of 3 and 5 VP for a set of 2 for a total of 14 VP.

8. **Mosaic Board** - Score VP as shown on your Mosaic Board. Each completed Achievement in the top row is worth 2 VP. Each completed Achievement in the middle row is worth 3 VP. Each completed Achievement in the bottom row is worth 5 VP. You will also gain VP bonuses for fully completed rows, columns and diagonals as shown at the bottom and right side of the Mosaic Board.
9. **Goods and Coins (4:1)** - Add your remaining Goods and Coins together and divide the total by 4, rounding down. Gain that many VP.
10. **Influence and Artisans (2:1)** - Add your remaining Influence and Artisans together and divide the total by 2, rounding down. Gain that many VP.
11. **First Player Token** - Score 2 VP if you have the First Player token.

The player with the most Victory Points is the winner of the game. In case of a tie, the player with the most remaining Influence wins. If still tied, the youngest player is the winner.

Additional Two Player Rules

Setup

Place building blocks of a non-player color on the spaces indicated in Zones A, B, and C.
Place Hippodrome tokens of non-player color on the 4th space of each Hippodrome track.
Each player takes 2 Legionnaires.

Forum Phase

After each player has placed their first Patrician, they must also place 1 Legionnaire token on an unoccupied space in the Forum. After they have placed their second Patrician they must place their remaining Legionnaire. Legionnaires do not increase the power of either player and only serve to block that space.

Cleanup Phase

Recall your Patricians and Legionnaires back to your supply. In order to win a Chariot Token, you must be further than your opponent and the non-player token on that Hippodrome Track. If the non-player token is the furthest, no one is awarded the Chariot Token that round.

Mosaic Tile Draft Variant

During Setup separate the Mosaic Tiles into 3 stacks by color. Reveal 2 tiles face up from each stack. In reverse player order starting with the last player, each player takes 1 Mosaic Tile of any color they do not have yet. When a tile is taken, replace it with a new tile from the top of that color stack. Repeat this process until each player has 1 Mosaic Tile of each color.

Follower Draft Variant

During Setup deal each player 4 Follower Cards. Each player simultaneously chooses 1 Follower Card to keep face down in front of them and passes the rest to the player on their left. Repeat this until everyone has drafted 4 Followers. Players simultaneously decide which 2 Followers to keep and discard the other 2. Shuffle the discarded Followers into the follower deck.

MOSAIC TILE INDEX

GREEN SPACES

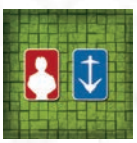
Have 2 Building Contracts

Have 2 Shipping Contracts.

Have 2 Follower Cards in your Follower Row.

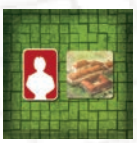
Have 1 Building and 1 Shipping Contract

Reach 3rd space on any one Hippodrome track.



Have 1 Follower in your Follower Row and 1 Shipping Contract.

Have 1 Follower in your Follower Row and 1 Building Contract.



Have 1 Follower in your Follower Row and 1 Estate Tile.

Have 1 Shipping Contract and 1 Estate Tile.

Have 1 Building Contract and 1 Estate Tile.

Have 4 Influence and spend 2 Influence (When claiming this Achievement you must have at least 4 Influence and then pay 2 Influence to place your token on it)

YELLOW SPACES

Have 4 Building Contracts.

Have 4 Shipping Contracts.

Have 4 Follower Cards in your Follower Row.

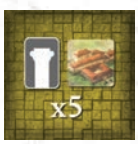
Have a combination of 5 Building and Shipping Contracts. You must have at least 1 of each.

Have a combination of 5 played Followers and Building Contracts. You must have at least 1 of each.

Have a combination of 5 played Followers and Shipping Contracts. You must have at least 1 of each.

Have a combination of 5 played Followers and Estate Tiles. You must have at least 1 of each.

Have a combination of 5 Shipping Contracts and Estate Tiles. You must have at least 1 of each



Have a combination of 5 Building Contracts and Estate Tiles. You must have at least 1 of each.

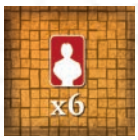
Have 6 Influence and spend 3 Influence (When claiming this Achievement you must have at least 6 Influence and then pay 3 Influence to place your token on it).

ORANGE SPACES

Have 6 Building Contracts.

Have 6 Shipping Contracts

Have 5 Estate Tiles.



Have 6 Followers in your Follower Row.

Advance 10 total combined spaces on any Hippodrome tracks.

FOLLOWER CARD INDEX

End Game

1. Calux - Carpenter: Score 1 VP plus 1 VP for each Wood you have left.

2. Gloria - Grape Grower: Score 1 VP plus 1 VP for each Wine you have left.

3. Hilaria - Historian: Score 1 VP for each Estate Tile you have.

4. Hortense - Horse Breeder: Score 1 VP plus 1 VP for each Horse you have left.

5. Marcella - Marble Dealer: Score 1VP plus 1 VP for each Stone you have left.

6. Marianus - Minter: Score 4 VP if you have 6 or more coins at the end of the game.

7. Martinus - Musician: Score 1 VP for each Follower you have in your Follower Row.

8. Nela - Noblewoman: Score 4 VP if you have 6 or more Influence at the end of the game.

9. Petran - Princeps: Score 1 VP for each 2 steps you completed on all Hippodrome tracks, rounded down.

10. Priscus - Procurator: Score 1 VP plus 1 VP for each 2 Building Contracts you have, rounded down.

11. Severin - Ship Captain: Score 1 VP for each Shipping Contract you have

12. Valeria - Veterinarian: Score 1 VP plus 1 VP for each Animal Tile you have in your Estate.

13. Vitus - Wheat Dealer: Score 1VP plus 1 VP for each Wheat you have left.

Once Per Round *(flip these cards face down after activation)*

14. Agrippa - Architect: When you take the Build action, you may pay 1 Coin to place 1 of your available Artisans in your Estate Production Area.

15. Bernardo - Baker: When you take the Trade action, gain 1 Wheat

16. Cassian - Cook: When you take the Recruit action, gain 1 Influence.

17. Egeria - Engineer: When you take a Build action, gain 1 power for that action.

18. Hadrianus - Harbor Master: When you take a Sail action, you may pay 1 coin to place 1 of your available Artisans in your Estate Production Area.

19. Lucius - Legatus: When you take the Race action, you may pay 1 coin to place 1 of your available Artisans in your Estate Production Area.

20. Manius - Mercenary: When you take the Race action, gain 1 power for that action.

21. Marcus - Messenger: When you take the Upgrade action, gain 1 Good of your choice.

22. Occius - Oracle: When you take the Petition action, gain 1 Influence.

23. Patricia - Physician: When you take the Build action, you do not have to pay Artisan costs on a Building Contract.

24. Petronia - Priestess: When you take the Petition action, gain 1 power for that action.

25. Rufus - Recruiter: When you take the Upgrade action, you may pay 1 Coin to place 1 of your available Artisans in your Estate Production Area.

26. Seneca - Senator: When you take the Upgrade action, gain 1 power for that action.

27. Septimus - Shipwright: When you take the Sail action, gain 1 power for that action.

28. Silvana - Shopkeeper: When you take the Trade action, gain 1 power for that action.

29. Sergius - Stable Master: When you take the Trade action, gain 1 Horse.

30. Sertor - Stone Cutter: When you take the Trade action, gain 1 Stone.

31. Tiberius - Translator: When you take the Recruit action, gain 1 power for that action.

32. Titus - Tutor: When you take the Production action, gain 1 power for that action.

33. Varina - Vintner: When you take the Trade action, gain 1 Wine.

34. Vitalis - Wood Cutter: When you take the Trade action, gain 1 Wood.

∞ Permanent

35. Constantin - Cartographer: When you take the Sail action, gain 1 Coin.

36. Gratian - Gambler: When you take the Race action, gain 1 Coin.

37. Jacobus - Jeweler: When you take the Production action, gain 1 Coin.

38. Seraphina - Sculptor: When you take the Build action, gain 1 Coin

39. Severa - Singer: When you take the Petition action, gain 1 Coin.

40. Trivia - Tamer: You may place your Artisans on Animal Tiles in your Estate. When you do, gain 1 Coin.

ESTATE TILE INDEX

Basic Estate Tiles

Production Tile - Each time you place your Artisan on one of these tiles, collect the depicted bonus (Goods or Influence).

Conversion Tile - Each time you place your Artisan on one of these tiles, you may perform the depicted conversion. (Pay one Coin to gain 1 Artisan, Pay 1 influence to gain 1 Good of your choice, pay 1 Influence to gain 2 Coins). Each conversion may only be used once per placement.

Animal Tile - You may not place an Artisan on these tiles unless have a Tamer in your play area. These tiles grant you end-game scoring bonus.

Special Estate Tiles

Lion Tile - This tile counts as 2 Animals for the purpose of end game set collection. Otherwise it functions like any other Animal tile.

Recruit - When you place an Artisan on this tile, you may immediately play a Follower card from your hand without paying any Coin cost. You must still pay applicable Influence cost. After you use this tile, flip it face down.

Sail - When you place an Artisan on this tile, you may immediately spend up to 2 sail power to move your ship(s). Do not complete a Shipping Contract when using this ability. Collect Harbor bonuses as usual. After you use this tile, flip it face down.

Build - When you place an Artisan on this tile, you may immediately place a single building block of your color into any Nova Roma Zone. Do not complete a Build Contract when using this ability. Collect Build reward bonuses as usual. After you use this tile, flip it face down.

Income - When you place an Artisan on these tiles, you may immediately collect any 3 Goods of your choice or 4 Coins respectively. After you use this tile, flip it face down.

Hippodrome - When you place an Artisan on this tile, you may immediately advance up to 2 spaces on a hippodrome track(s). You may not spend an Artisan to boost this movement. You must still pay any applicable Horse costs and can collect rewards as usual. After you use this tile, flip it face down.

Gaining the sail, build, recruit or hippodrome bonus via Estate Tile does not count as taking that action. Therefore you may not activate Followers that are triggered by those actions when using Estate Tile abilities.

SOLO RULES

Setup

Set up the game as usual. In addition, perform the following steps.

Select a color to represent the AI player.

1 Place the ships of AI color on the 3 VP harbor spaces on each of the sea routes.

2 Place the building blocks of the AI player on the indicated spaces in Zones A, B, and C.

3 Place Hippodrome Tokens of the AI player on the 3rd space of each Hippodrome Track. Then advance the AI Hippodrome token 1 space on the track matching the Favored Chariot token.

4 Place 6 Legionnaires near the Forum area of the Main Board.

5 Place the AI Scoring token on the 20 VP space (easy) 30 VP space (normal), or 40 VP space (hard) of the score board.

The AI does not use an Estate Board or a Mosaic Board.

6 Use all 8 Emperor Tiles. Shuffle and stack them face down

Emperor Phase

Do not use the First Player token in a solo game. You always start the round. Reveal an Emperor tile and choose where to place the Emperor Token as usual.

Forum Phase

Reveal a second Emperor tile 1 and place 2 Legionnaires in the Forum on the spaces matching the two shaded spaces on the revealed Emperor Tile 2.

Place your first Patrician 3 and take your actions as usual. Then, reveal a third Emperor tile 4 and place 2 more Legionnaires in the Forum on the spaces matching the two shaded spaces on the revealed Emperor tile 5. Place your second Patrician and take your actions as usual. Reveal a fourth Emperor tile and place the last 2 Legionnaires in the Forum on the spaces matching the two shaded spaces on the revealed Emperor Tile. Then, place and resolve your last Patrician.

If at any point you can not place a Legionnaire because its space is occupied by another piece, skip placing it and advance the AI VP token 1 space on the VP track.

When you run out of Emperor tiles, shuffle all the used Emperor tiles to form a new stack.

Cleanup Phase

Recall your Patricians back to your supply. Remove all Legionnaires from the Forum area.

To claim a Chariot Token, you must be further than the AI token on that Hippodrome Track. Otherwise, the AI gets the Chariot. When you place a new Chariot on a Favored Chariot space, advance the AI hippodrome token 1 space on the corresponding track. The AI ignores any Horse costs or rewards on the Hippodrome tracks.

Discard the leftmost Shipping Contract from the Shipping Contract Offer, slide all the contracts to the left, and reveal a new Shipping Contract to fill the empty space. Advance each of the AI ships to the next Harbor on the route. The AI ignores any sail costs or rewards.

Discard the leftmost Building Contract in the Building Contract Offer, slide all the contracts to the left, and reveal a new Building Contract to fill the empty space. Keep the contracts you've discarded in a separate stack.

End Game

The game lasts five rounds. After the 5th and final Chariot Token is awarded, the game ends. Proceed to final scoring.

Score the Victory Points (VP) as follows:

1. **Sailing Routes** - Score VP for both of your ships. Gain VP shown on the furthest Harbor or Port that each of your ships have reached or passed.
   Example: One of your ships just passed the 7VP harbor and your other ship in on the 14VP port. Your total is 21 VP. Score each of the AI ships based on the highest Victory Harbor they have reached.
2. **Building Contracts** - Score the total VP on all your Building Contracts. Take the 5 Building Contracts you've discarded during the game and score their points for the AI.
3. **Build Zone Majorities** - For each zone, compare the number of blocks you have to the number of blocks the AI has. The AI wins all ties. Both you and the AI score VP as listed in the chart at the bottom of each zone.
4. **Chariot Tokens** - Both you and the AI score 3 VP for each of the Chariot Tokens you each have won.
5. **Hippodrome Finishes** - Score 5 VP for each of your tokens that reached the end of a Hippodrome track. The AI scores 5 VP for each of its Hippodrome Tokens that is further than yours on any Hippodrome Track.
6. **End Game Follower Cards** - Score VP as indicated by the End Game Follower Cards in your Follower Row.
7. **Animal Estate Tiles** - Score VP for Animal Tile sets in your Estate Production Area. For 1/2/3 Animal Tiles, score 2/5/9 VP. You may score multiple sets if you have more than 3 Animal Tiles.
8. **Mosaic Board** - Score VP as shown on your Mosaic Board. Each claimed Achievement in the top row is worth 2 VP. Each claimed Achievement middle row is worth 3 VP. Each claimed Achievement bottom row is worth 5 VP. You will also gain VP bonuses for fully completed rows, columns and diagonals as shown at the bottom and right side of the Mosaic Board. The AI scores VP for any empty spaces on your Mosaic Board equal to their base value. Example: If you have 2 empty spaces on the bottom row of your Mosaic board. AI will score 10 VP (5VP for each).

If you score more VP than the AI, you win.

Credits

Designer: Stanislav Kordonskiy

Illustrator: The Mico

Editing: Queen Games Team

Special thanks to Eric, Owen, Jesse, Ellen, Randy, Ben, my wife Rachel , all the Protospiel testers and many others who playtested this game.

Actions Reference

Trade Action

1. Gain a number of coins equal to your total power for this action.

2. You may discard any number of Follower Cards from your hand to gain 1 extra coin per 2 discarded Followers.

3. You may spend any number of Coins to purchase any Goods. For each Coin you spend, gain 1 Good of your choice.

Upgrade Action

1. Gain a number of Influence equal to your total power for this action.

2. You may spend Wine to increase your Influence. For each Wine you spend, gain 1 extra Influence.

3. You may take 1 Estate Tile from the offer and place it on your Estate Board Production Area.

Petition Action

1. If the first player token has not been claimed this round, you may spend 2 Influence to claim it. If you start the round with the first player token, you may not claim it on your first turn.

2. You may take any of the other 7 actions by paying Influence up to your current maximum power on the Petition action. The action you choose will be performed at the same power level that you have paid for.

Recruit Action

1. Draw Follower Cards into your hand equal to your power for this action.

2. You may play exactly 1 Follower Card from your hand by paying its cost. If your power is 1, you must pay 2 Coins. If your power is 2, you must pay 1 Coin. If your power is 3 you may play your Follower Card for free.

3. If you have more than 6 Follower Cards in your hand, discard down to 6 by placing excess cards in the discard pile.

Sail Action

1. Select 1 Shipping Contract from the face up Shipping Contract Offer. Your power for this action determines which contracts you have access to. You must immediately pay the cost indicated on the contract that you've selected.

2. If you completed a contract, gain a number of sails equal to your current power on the Sail Action. You may move your ships along one of the two routes from Harbor to Harbor up to the maximum distance allowed by your sails.

Build Action

1. Select 1 Building Contract from the Building Contract Offer. Your power for this action determines which contracts you have access to. You must immediately pay the cost indicated on the contract that you've selected.

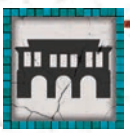
2. You may place a building in one of the 3 zones of Nova Roma. Your power determines which zones you have access to. If your power is 1, you may only build in Zone A. If your power is 2, you may build in Zones A or B. If your power is 3 or greater, you may build in Zones A, B, or C.

Race Action

1. Advance your Hippodrome Tokens a number of spaces equal to your total power for this action. You may advance on the same track or split your movement between different tracks.

2. You may discard 1 Artisan to advance 1 extra space on any Hippodrome track. You must discard this Artisan from your Available Artisan Area.

Produce Action



1. You may hire Artisans and/or place Artisans onto your Estate Production Area to generate rewards. You may perform this action once for each power you have. The cost to hire 1 Artisan is 1 Wheat.

When you place an Artisan in your Production Area, you may immediately collect the Goods and Coins shown in the row and column where the Artisan was placed.

If you placed your Artisan on an Estate Tile, you may also collect the reward shown on that tile. In addition, collect 1 extra Good/Coin from the row and column where you placed your Artisan for every other Artisan already present in that row or column.